Chapter. 78

Restart

ONEI-CHAAAN!
KIRIYAMA-KUN SAYS
HE HAS TO PRACTICE SOME MORE TODAY FOR HIS MATCH TOMORROW
SO HE CAN'T COOME!
OH, THAT'S TOO BAD!!
I COOKED UP ALL
THIS NICE, SYRUPY KAKUNI, TOO!
YEAH!

T/N: KAKUNI IS A BRAISED PORK DISH.

SFX: TOROORI (DRIIP)

SFX: TAPUUUUN CHAPUCHAPU (PLUNK PLUNK)

AND I TOLD HIM WE HAVE SO MANY OF MY SPECIALTY SOFT-BOILED EGGS

THAT I HAVE AT THE PERFECT THICKNESS USING THE KAKUNI SALTY-SWEET SAUCE.

AND WE EVEN TOLD HIM WE HAVE THESE NITAMAGO FULL OF FLAVOR

Yeah!

THAT ARE THE CULMINATION OF KATAMOTO FAMILY WISDOM THAT WAS FINALLY PERFECTED AFTER COUNTLESS FAILURES

THAT'S MADE WITH THE ULTIMATE SOFT-BOILED EGG!!

T/N: NITAMAGO IS EGG BOILED, PEELED, AND STEEPED IN SOY SAUCE MARINADE.

DOES HE HAVE ANY IDEA HOW MUCH RESEARCH WE PUT INTO IT?

SO THE SOFT-BOILED EGGS

ARE ALWAYS AT A STABLE VISCOSITY WHEN THEY GET TO THE THE DINING TABLE?!!

9 Min.

8 Min.

7 Min.

6 Min.

I've got it, Onei-chan!!

8 minutes !!

It's 8 minutes !!

JYAGEEEH

GYAAA

Attracted by people being excited

*Flashback

8 MINUTES, HUH?!

GOT IT!!

SO IT'S MEDIUM SIZED EGG-> OUT OF THE REFRIGERATOR-> BOILING IN WATER FOR 8 MINUTES!!

THE KAWAMOTO FAMILY SOFT-BOILED EGG ABSOLUTE SUCCESS MANUAL

1

Ready eggs straight out of the refrigerator.

The time to hurry is when you take them out of the refrigerator. They often boil very quickly.

2

Poke a small hole in the bottom of the egg.

*An egg is less likely to break in the pot when a hole is poked in it beforehand.

*This can be done with a thumbtack as well.

3

Boil in boiling water for 8 minutes.

*For the first two minutes, roll them around with chopsticks. (The yolk will come to the center!)

SFX: GORONKORON (ROLLING)

4

Place the eggs in water.

*You need to cool them or they will gradually harden.

SFX: ZAAAHH

It took so long...

Who would have though that the reason the hardness was all over the place was because we mixed up 'eggs that had gone back to room-temperature' and 'eggs that had just come out of the fridge'!

And that's how you can live the stable soft-boiled egg life any time!!

IN THE LAST NEIGHBORHOOD ASSOCIATION LOTTERY!

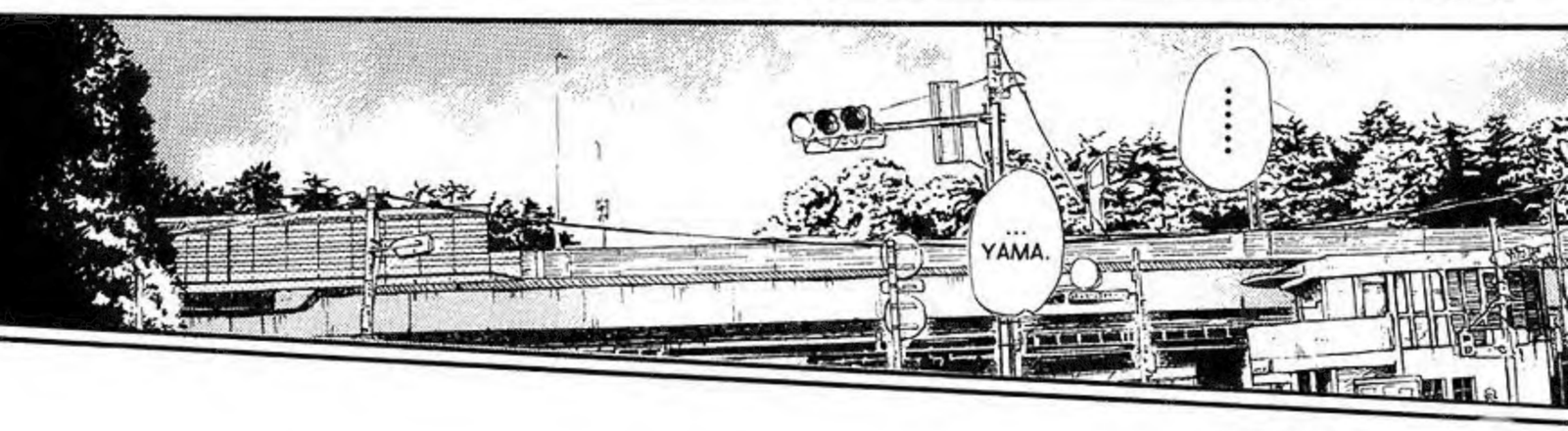
NOW WE HAVE THIS NEW PRESSURE COOKER THAT WE WON

AND!!

こってり
とろーん☆
TIME TO EAAAAAAAT!
Pork ribs over rice is so goooooood!!
100 GRAMS FOR ONLY 58 YEN!!
I BOUGHT 1 KILO FOR 580 YEN.
AND THESE PORK RIBS,
For just 580 yen. a family has all they can eat!!
SFX: KOTTERI (THICK) TOROTSUYA (SYRUPY AND SHINY) HOKA HOKA (HOT)
I never dreamed I could eat such syrupy kakuni in just 20 minutes!
Honestly, what was the point of all those gas bills, time, and labor that went into those long boils?!
*Currently tasting
うっとり
SFX: HARA HARARI... UTTORI (SPELLBOUND)

S... So delicious.
When we have something this delicious to eat
thinking how our four-eyed friend can't be here for it
makes me feel so bad!!
...BUT
THAT JUST MEANS WE'LL NEED TO MAKE IT AGAIN.
HONwaa
Soo...
Maybe we can make it
even tastier next time!

There were 5 of them!! I'm really looking forward to meeting them!
They're all FLUFFY and soft looking!
They're Hana-chan's babies, I think!
Oh?! Let me see, let me see!
It was of some super-cute puppies!
!!
I got a photo from Chiho-chan!
Ah!
That's right!!


.....
...YAMA.

KIRIYAMA.

GAHH
KIRI-YAMAAA!
HEYYY!

Aftermath of the shock
y-you littllle ...
K... Kiri-yamaaah
G...
AH...
GOOD MORNING, SHIMADA-SAN...
SFX: GIRI GIRI (TEETH GRINDING) GYUUUUUH
!!
SFX: GOOOOH
Souya Touji
WHAT ARE YOU, IN GRADE SCHOOL?! PLAYING A GAME WHILE YOU'RE WALKING AROUND?!
I'M CONFIS-CATING THAT DS!!
ER, THAT NOTATION SHEET!!
Ah.....
SFX: BAHHH...

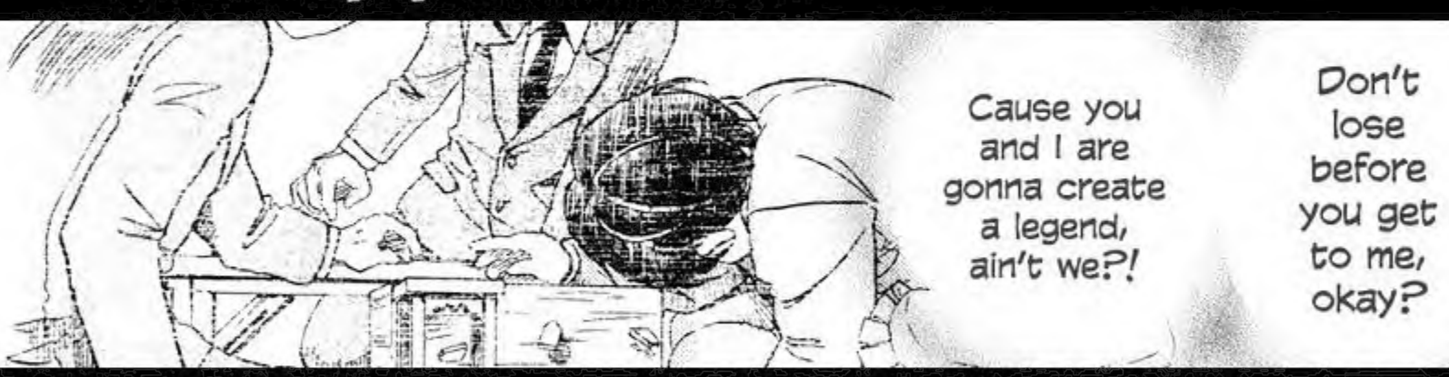
HAD FUN, DID YOU?
IN YOUR MATCH WITH SOUYA.
HUH?
YOU WANT TO MEET HIM AGAIN
IN FRONT OF A BOARD, RIGHT?

...I KNOW THE FEELING.
SFX: PASA
OH, RIGHT ...
NIKAIDOU WAS RELEASED FROM THE HOSPITAL.
NIKAI-DOU...
UM,
HE CAN GET BETTER THAT FAST
AFTER BEING RELEASED FROM THE HOSPITAL?!
将棋会館
...HUH?! SO NIKAIDOU'S HEALTH IS OKAY, THEN?!
YEAH. HE'LL PROBABLY BE READY FOR THE GYOKUSHOU CHAMPIONSHIP'S 2ND QUALIFYING ROUND THE DAY AFTER TOMORROW.

WANT TO GO CHECK ON HIM?
THIS IS HIS FIRST YEAR AFTER HAVING RISEN TO C1 IN THE RANK-DECIDING MATCHES,
BUT HE ALREADY HAS TWO BLACK MARKS FOR FORFEITING GAMES DUE TO ABSENCE...
HE WAS PRETTY EXCITED BEFORE,
SO HE'S PROBABLY DEPRESSED NOW...

A player plays 10 rank-deciding matches per year.

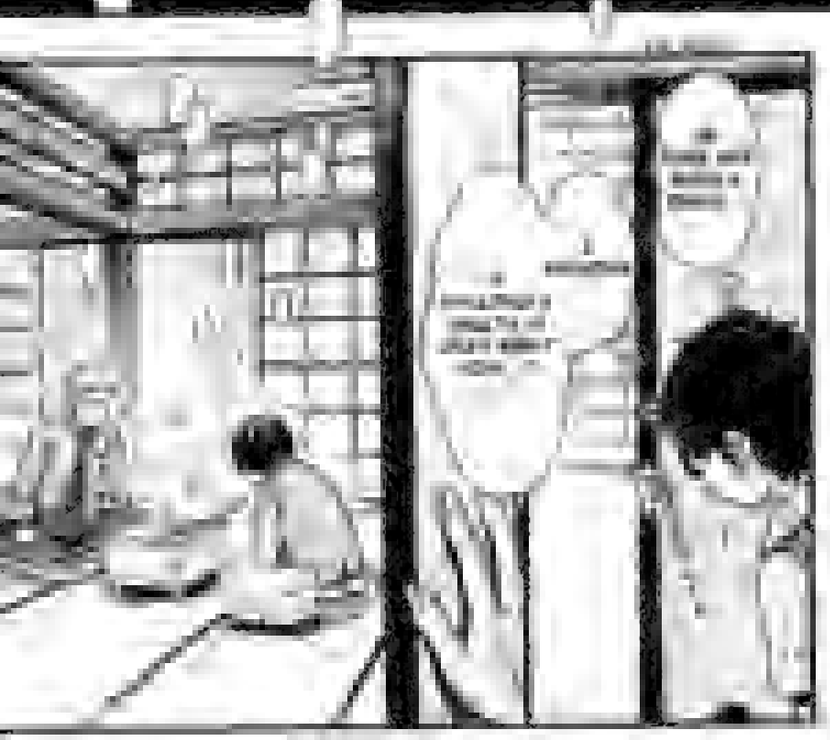
There are 34 people in our rank, C1.



Every year, the top 2 of those rise to the next class.

And at the ratio of 1 out of every 5 people, those that get the lowest results will get a rank-loss point.

If you get two of those rank-less points, you go down a rank.



LOST
AWW.
DAMMIT!
BGHHHH
THIS LITTLE BEAT.
THAT WAS GREAT, HIKARU!
BEATING THAT BASTARD
ADHD IN-CHAN AT A TIME LIKE THIS?!
I SHOULDN'T HAVE BEEN WORRYING ABOUT HIM!
EVEN YOU HAVE SEEN A MOVIE AND PLAYED THAT GAME
THAT WAS A HORRIBLE MOVIE!

WHAT'S IT TO YOU?!
GOD-DAMMIT!
HOW YOU THINKING ABOUT THIS THE PROTOCOL TIME YOU WERE IN THE HOSPITAL?!
BRAIN!
THEY THE PEOPLE COULDN'T MAKE OUT SOME
OH IT'S PLAYED 7-9 SPEED HERE
I

Thank you so much for what you did for me back then!!
AND THEN YOU GO AND PULL THIS OFF?!
I WAS SOOO DAMN WORRIED !!
AND THEN I WENT RUNNING ALL OVER THE PLACE FOR KAWASHI-MA
I CARRIED YOU AND PUT YOU TO BED!
WHEN IT HAPPENED

AND COME UP WITH SOMETHING TO CRUSH IT IN NO TIME!!
YEAH! SHUT YOU LITTLE BASTARD! I'M GONNA RESEARCH IT AGAIN
Do I get my name attached to this move?!
—So, do I get it?!
Did you see that?!
Mr. Kiriyama!

I'd been thinking about that foreeee ever!
And I finally got to try it out today!!
Rather than going with something normal like 7-8 Kin or 2-4 Fu,
if you go with 7-9 Gyoku, then it makes your attack way better!!
So, what do you think?
Ya think I'll get my name on it?
I think 'The Nikaidou Vaccine' sounds pretty good, you?!
HE REALLY ADMIRES
THE IDEA OF HAVING A MOVE NAMED AFTER YOU!!
PFF
— BECAUSE HE MIGHT BE DEPRESSED.
Huh ?
HUUUH ?!
What's so funny about that?!
えぇ!?
SFX: HUUUUUH?!

AHAHA
HAHA
HAHA HAHHH!
What ?!
What's so funny, Kiri-yamaa ?!
AHAHAA ...
Chapter 78 END

Senzaki Manabu's Lion Shogi Column
AN ARTICLE BY SENZAKI MANABU 2

SHOGI PLAYERS DO BATTLE WHILE SEARCHING FOR NEW MOVES...

In the shogi world, when someone mentions novelty moves, the name of the great shogi player Masuda Kouzou-sensei and his motto 'New move, one lifetime' come to mind. In modern play, his name remains on the 'Masuda Award' players are sent when they play a good new move. But Masuda-sensei played surprisingly few novelty moves. It is undeniable fact that Masuda-sensei's conceptual ability in openings was incredible, but he did not play a large number of novelties. If one were to ask why, the answer is that he played in an age where information technology was not as advanced as today and the notations of pro players was not stored as data, so their circumstances prevented them from identifying a new move as such even if they played one.

Now a reporter can pull up that data with a single click, so when one plays a move that there are no other examples of, they can call a move a novelty immediately. But in exchange for that ease, there are more difficult-to-understand novelty moves. Now, going down in shogi history isn't so much about playing a new move as it is discovering a way of thinking that overflows with creativity.

For example, Fujii Takeshi 9-dan's 'Fujii System' changed the history of ranging hisha. His method of using the hisha in the central rank in taking side fu also gave birth to a completely new world on the board. Of course, he received the 'Masuda Award' for these two.

One is when one comes up with a new way of thinking, many new unexplored boards open up, so lots of novelty moves cropping up one after another is a matter of course. In other words, after a major novelty (a new idea), many novelties are created, so from a player's perspective the most important one is person that came up with the first move.

A few years ago there was a major talking point when Satou Yasumitsu-Oushou played a number of novelty moves regarding ranging hisha that were called outstanding. Everyone was quite surprised because he had very much been a static hisha type of player up to that point. Yasumitsu-Oushou received a 'Masuda Award' not for this move, but for the string of new moves made after.

As you might expect, if one plays a novelty move or comes up with a new idea, unless it's a very good move, there's no point to it. It's natural for everyone to imitate a great new move, but there are mountains of novelty moves that no one pays any attention to at all. This is one of the more severe aspects of being a pro.

There are two general types of players that play novelty moves. The first is the player that does detailed research into data to find a new formation. The other type is what one might consider the complete opposite of the first type, someone that barely pays any attention to data at all. They don't have the preconception that a new move comes from past data, but rather that free expression is something that leads to new moves.

By the way, the move that Nikaidou-kun played on page 86, '7-9 Gyoku' is a novelty move that Habu-san actually played in the NHK Cup. I was doing the commentary and I was impressed at the time, thinking it was a bit ingenious.

HI WA MATA NOBORU

THE SUN WILL RISE AGAIN

3-GATSU NO LION VOLUME 8

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